

Luke Palmer

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Mission

To apply my knowledge and skill to make a better world, and have fun doing it!

Values

I value *integrity*, *simplicity*, and *beauty* in code, communication, and lifestyle.

Knowledge and Skills

Programming Languages

- Experience with language design and implementation, especially EDSL design
- Familiarity with parsers, type checkers, code generators.
- Exposure to latest academic research in programming languages.
- Familiarity and experience with languages across the paradigm spectrum
- Huge Haskell nerd.

Video Games

- Experience balancing high-performance code and easy scriptability
- Procedural music, art, and level generation
- Some experience with shaders and physics engines

Communication & Leadership

- Presentation experience (I gave several talks at OSCON and YAPC in my Perl days)
- Training and experience in teaching and tutoring
- Plenty of conflict resolution experience as a bandleader

Cool Projects

Vatican - a virtual machine for purely functional languages, featuring *lazy specialization* (a particularly aggressive type of JIT)

github.com/luqui/vatican

Djest - deduces programs from tests

github.com/luqui/Djest

Community

github.com/luqui/
stackoverflow.com/users/33796/luqui/
lukepalmer.wordpress.com/tag/code/

335 Stars

40,000 reputation (top 0.5%)

References

Conal Elliott. 209-754-4773. conal@conal.net

Spencer Tipping. 545-730-8034. spencer@spencertipping.com

Max Rebuschatis. 707-217-3302. lincolnfrog@google.com

Career History

Google, Inc.	2013-2016
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Software Engineer III, Chrome developer infrastructure.	
Owner and maintainer of the recipe engine. github.com/luci/recipes-py	
Led migration of build recipes into each project's source repos from an unversioned hodgepodge.	
Haskell Community	2006-present
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Contributed 20 hackage modules to the community hackage.haskell.org/user/LukePalmer	
Became a well-known blogger about Haskell lukepalmer.wordpress.com/tag/haskell	
Clozure Associates	2012-2013
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CRASH/SAFE, a full OS/PL/webserver stack formally verified for security.	
Opus Modus, an algorithmic music composition tool.	
Hubris Arts	2010-2012
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Cofounder. We completed two games, <i>Gravmari</i> and <i>Life</i> , and launched a code sharing site called <i>CodeCatalog.net</i> .	
socialmedia.com	2009-2010
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Lambda Astronaut, building a portable, scalable ad and content architecture.	
Anygma NV	2008
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Software Engineer, building a graphical functional reactive (FRP) programming language for game designers. Worked with Conal Elliott, who founded FRP with Paul Hudak in 1997.	
NetDevil/LEGO	2007
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Software Engineer, LEGO Universe MMO game	
Authored the Lua EDSL for scripting game objects and NPCs	
Taught the designers (who were not programmers) how to use it	
Perl Community	2002-2006
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Member of the Perl 6 design team, working directly with Larry Wall and his cabal	
Contributed 12 CPAN modules to the community metacpan.org/author/LPALMER	
Speaker at the O'Reilly Open Source Convention and YAPC	
Contributed to the Perl 6 bootstrap and compiler, and Parrot virtual machine	
Student, University of Colorado	2004-2006, 2010-2011
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Studied Mathematics and Education	
Teacher's Aid in undergraduate Physics, Mathematics, and Computer Science	
Musician Bandleader	2007-present
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Keyboardist and Bandleader for Strange New Worlds, Stop and Go Orchestra, Darmok	
Playing piano for tips on Pearl Street Mall summers 2010-2012	
Teacher	2012-2015
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Volunteer teacher at Hillview Middle School 2014-2015,	
designed and taught 8th grade coding elective curriculum.	
Staff teacher at Family Learning Center (summer school) in 2012	
Self-employed math and CS tutor in 2013	